

CLERICAL SYSTEM

THREE MAJOR TYPES OF CLERICS—

- ① PRIESTS
- ② FRIARS
- ③ CRUSADERS

PRIESTS

PRIESTS ARE GENERALLY TO BE FOUND IN THE CITIES WHERE MOST TEMPLES ARE ERECTED. THEY SERVE THEIR DIETIES IN THE TEMPLE AND GRADUALLY RISE IN THE TEMPLE HIERARCHY AS THEY ACCRUE SPIRITUAL POWER POINTS. TEMPLE SERVICE IS MORE OF A STRUCTURED AREA THAN WITH THE OTHER CLERICAL TYPES. POTENTIAL CHARACTERS START OUT AS NOVITIATES WHERE THEY ARE REQUIRED TO PERFORM MENIAL TASKS AND GRADUALLY THROUGH PERFORMANCE OF ASSIGNED TASKS AND THROUGH FAVOR WITH HIS OR HER DIETY, THE NOVITIAE RISES TO ACOLYTE, AND GETS TO PARTICIPATE IN TEMPLE SERVICES. THE CLIMB UP THE LADDER FROM THERE IS BOTH HARD, ~~AND~~ TEDIOUS, AND OFTIMES DANGEROUS. AS A PROBATIONER, THE FLEDGLING PRIEST IS SENT OUT ON A QUEST FOR HIS ROD OF SPIRITUAL AUTHORITY WHICH EVERY PRIEST MUST FIND TO HAVE AN EARTHLY VESSEL THROUGH WHICH TO CHANNEL SPIRITUAL POWER. ONCE THE ROD HAS BEEN OBTAINED, THE PRIEST CAN

SHAPE THE POWER OF HIS DIETY TO HIS OWN ENDS, SUBJECT TO CERTAIN LIMITATIONS. (TO BE COVERED IN MORE DETAIL LATER) RISING EVEN HIGHER IN THE TEMPLE HIERARCHY CAN BE DANGEROUS FROM A STANDPOINT OF INTERNAL STRIFE. THERE IS ALWAYS A CERTAIN AMOUNT OF INTRIGUE THAT GOES ALONG WITH THE ACQUISITION OF POWER AND POSITION, AND THE UP AND COMING PRIEST MUST KEEP HIS EYES AND EARS OPEN FOR TEMPLE CONSPIRACY.

MORE DETAIL LATER ON THE BENEFITS AND RESPONSIBILITIES INHERENT IN RISING TO HIGHER POSITIONS IN THE TEMPLE.

PRIEST TYPE CLERICAL CLASS

- 1 NOVITIATE
- 2 ACOLYTE (NOVICE)
- 3 ACOLYTE (SENIOR)
- 4 PROBATIONER
- 5 PRIEST (I)
- 6 PRIEST (II)
- 7 PRIEST (III)
- 8 HEAD PRIEST
- 9 PRIEST OF THE COUNCIL
- 10 HIGH PRIEST or PRIESTESS

FRIARS

FRIARS ARE INDIGENOUS TO THE COUNTRY. THEY MAY SERVE THE SAME GODS OR DEITIES AS THE PRIESTS IN THE CITIES, BUT THEY HAVE DECIDED TO GO OUT OF THE CITIES, AMONGST THE PEOPLE OF THE TOWN, VILLAGE, & OTHER OUTLYING AREAS TO SERVE IN A DIFFERENT WAY. THE STRUCTURED HIERARCHY OF THE PRIESTHOOD IS NOT FOR THEM. THEY PREFER A COMMUNION OF THEMSELVES WITH NATURE AND THE WORLD AROUND THEM. TRAINING IN THIS AREA OF CLERICISM IS MORE INDIVIDUAL IN SCOPE. A CHARACTER WITH POTENTIAL FINDS A FRIAR TO TRAIN HIM. HE COMMITS HIMSELF TO SERVICE WITH THIS FRIAR AND TAKES CARE OF HIS PHYSICAL NEEDS WHILE HE IS TAUGHT THE DISCIPLINE. EVENTUALLY HE IS SENT OUT ON A QUEST TO FIND HIS STAFF OF POWER WHICH EVERY FRIAR NEEDS TO SERVE AS A VESSEL THROUGH WHICH TO CHANNEL HIS SPIRITUAL POWER. ONCE HE HAS FOUND HIS STAFF, HE STRIKES OUT ON HIS OWN, FINDING AN AREA IN NEED OF A FRIAR TO PRACTICE HIS ART. THROUGH THE ACCOMPLISHMENT OF DEEDS AND IN OTHER METHODS WHICH WILL BE EXPLAINED IN MORE DETAIL LATER HE ACCRUES ENOUGH

FAVOR WITH HIS GODS (SPIRITUAL POWER POINTS) TO MOVE INTO ONE OF TWO DEEPER REALMS OF HIS DISCIPLINE. HE MUST CHOOSE BETWEEN A MORE COMPLETE COMMUNION WITH NATURE (DRUIDS) OR A LIFE OF SERVICE TO PEOPLE.

DETAILS OF THE TWO CHOICES AND THE INHERENT RESPONSIBILITIES AND BENEFITS WILL FOLLOW.

FRIAR TYPE CLERICAL CLASS

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|----|------------------|-------------|
| 1 | NOVICE | |
| 2 | HELPER | |
| 3 | QUESTER | |
| 4 | WANDERER | |
| 5 | FRIAR | |
| 6 | NATURALIST | 6 ALTRUIST |
| | NOVICE | |
| 7 | DRUID | 7 PREACHER |
| 8 | DRUID | 8 HEALER |
| | MASTER | |
| 9 | DRUID | 9 COUNSELOR |
| 10 | ARCH-DRUID | 10 SAGE |

CRUSADERS

CRUSADERS ARE A FIGHTING CLASS OF CLERICS. WHAT ACTUAL CLERICAL POWER THEY HAVE IS CHANNELLED MORE TOWARDS THEIR FIGHTING ABILITY THAN TOWARDS ANY POWERFUL SPELLS. THE ROAD TO BECOMING A CRUSADER IS A LONG, HARD, DANGEROUS ROAD, HENCE MOST CRUSADERS ARE FULL-FLEDGED FANATICS ABOUT THEIR RELIGION BECAUSE THEY WOULDN'T HAVE SURVIVED WITHOUT THAT FANATICISM TO PROVIDE THEIR MOTIVE POWER.

A CHARACTER WITH A BENT TOWARDS THIS CLASS MUST FIRST FIND A SPONSOR TO GAIN ADMISSION. ONCE ACCEPTED, THE CHARACTER STARTS AS A LOWLY PAGE, ~~CLEANING ARMOR & WEAPONS~~ FETCHING FOOD FOR THE SQUIRES AND HIGHER-UPS AND DOING GENERAL DIRTY WORK. THE NEXT STEP UP TO SQUIRE IS A LEARNING EXPERIENCE AS THEY CLEAN ARMOR & WEAPONS, TAKE CARE OF THE HORSES, ETC. SENIOR SQUIRES ARE ASSIGNED DIRECTLY TO A CRUSADER WHO GIVES INDIVIDUAL TRAINING.

WHEN A SQUIRES TRAINING HAS PROCEEDED TO A CERTAIN POINT, HE IS SENT ON A SACRED QUEST TO FIND HIS HOLY SWORD WHICH HE NEEDS TO CHANNEL HIS SPIRITUAL POWER THROUGH. FROM THERE HIS LIFE IS A SERIES OF ADVENTURES

.. AND QUESTS IN WHICH HE MUST FURTHER HIS
.. CAUSE. THE MORE HIS CAUSE ~~IS~~ FURTHERED,
.. THE MORE SPIRITUAL POWER HE ACCUMULATES, THUS
.. ENABLING HIM TO RISE HIGHER IN THE COUNCILS
.. OF HIS PARTICULAR CLASS.

(DETAILS LATER ON BENEFITS, RESPONSIBILITIES,
ETC. WHICH COME WITH HIGHER STATUS)

CRUSADER TYPE CLERICAL CLASS

1. PAGE
2. STABLE-BOY
3. SQUIRE
4. SENIOR SQUIRE
5. KNIGHT ERRANT
6. KNIGHT
7. KNIGHT TEMPLAR
8. CRUSADER
9. CRUSADER VALIANT
10. CRUSADER VICTORIOUS

DIE ROLL

SOCIAL CLASSES

- 1 .. Slave or Serv
- 2 .. Unskilled labor, peasant, beggar, whore, pimp, etc.
- 3 .. 1) Farmer 2) Trader 3) Fisherman 4) Seaman 5) Hunter 6) Tracker or Guide
- 4 .. Craftsman (Roll on chart)
- 5 .. Guildsman (Roll on chart)
- 6 .. Merchant (Roll on chart)
- 7 .. Master Craftsman (Roll on chart)
- 8 .. Honorific Knight, Merchant Prince
- 9 .. Baronial Landowner, Gentleman Farmer
- 10 .. Nobility (Roll % dice)

CRAFTSMAN

- 1 .. SAIL-MAKER
- 2 .. BREWER
- 3 .. CARPENTER
- 4 .. BLACKSMITH
- 5 .. FLETCHER
- 6 .. ROPE MAKER
- 7 .. TAILOR
- 8 .. TANNER
- 9 .. TINKER
- 10 .. OTHER

MASTER CRAFTSMAN

- 1 SHIPWRIGHT
- 2 JEWELER
- 3 MASON
- 4 GOLDSMITH
- 5 CALLIGRAPHER
- 6 CARTOGRAPHER
- 7 WAGONEER
- 8 ARMORER
- 9 STONE-CUTTER
- 10 OTHER

GUILDSMAN

- 1 INTERPRETERS
- 2 SAGES
- 3 SCRIBES
- 4 ENGINEERS
- 5 NAVIGATORS
- 6 ARMORERS
- 7 ANIMAL TRAINERS
- 8 MERCENARIES
- 9 JEWELERS
- 10 OTHER

MERCHANT

- 1 PAWNBROKER
- 2 BAR or TAVERN OWNER
- 3 BROTHEL OWNER
- 4 FRUIT SELLER
- 5 CLOTHIER
- 6 WEAPONS SHOPOWNER
- 7 BUTCHER
- 8 ~~XXXXXXXXXX~~ MUSIC SHOPOWNER
- 9 ESOTERIC SHOPOWNER (Alchemy, Fortune telling, etc)
- 10 OTHER

NOBILITY

- 1-50% UNLANDED BARON
- 51-70% LANDED BARON
- 71-80% COUNT or EARL
- 81-90% MARQUIS
- 91-95% DUKE
- 96-98% ARCH-DUKE
- 99-00% PRINCE